

## Thoughts.Game.GameMap.ExecutionPlan

- + mapEvent
- + eventOwner
- + executer
- + target
- + executionTimes
- + executionLocation

- + ExecutionPlan()
- + ToString()
- + Execute()
- + IsDistanceMet()
- + GetRequirementsNotMet()
- + GetAndSetExecutionTimesToExecutionsToCover()
- CanBeExecuted()
- CalculateExecutionsNeededToCover()